
Subject: Now, stop dropping those tanks plz
Posted by [LR01](#) on Sun, 10 Feb 2008 11:13:34 GMT
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When I setup a zone, and use JFW_Zone_Play_Cinematic, setup the parameter correct, ingame it works, but only they wont stop (as long as I stay in the zone)

how do I drop them only once? (ore twice)
And for GTH_Enable_spawner_On_Enter, I don't really get it how to use the arrow's, well temping ore adding make my client crash

Subject: Re: Now, stop dropping those tanks plz
Posted by [bisen11](#) on Mon, 11 Feb 2008 14:40:13 GMT
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It could be your text file that you are using is set to loop. I forget exactly where you change this but there's some number.... Perhaps you could post your text cinematic and maybe I'll remember or someone else will be able to point it out.

Subject: Re: Now, stop dropping those tanks plz
Posted by [Jerad2142](#) on Mon, 11 Feb 2008 14:56:58 GMT
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Spawn an object with Test_Cinematic attached to it.

Subject: Re: Now, stop dropping those tanks plz
Posted by [LR01](#) on Mon, 11 Feb 2008 17:26:05 GMT
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bisen11 wrote on Mon, 11 February 2008 15:40It could be your text file that you are using is set to loop. I forget exactly where you change this but there's some number.... Perhaps you could post your text cinematic and maybe I'll remember or someone else will be able to point it out.
You can loop text cinematic?

Jerad Gray wrote on Mon, 11 February 2008 15:56Spawn an object with Test_Cinematic attached to it.

How?

Subject: Re: Now, stop dropping those tanks plz
Posted by [bisen11](#) on Mon, 11 Feb 2008 19:37:12 GMT
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Jerad Gray wrote on Mon, 11 February 2008 09:56Spawn an object with Test_Cinematic attached to it.

That works too. Just make an object with that script attached to it. Then make the spawner and set and starts disabled. Then attach enable spawner on enter to the script zone and tell it to enable the spawner you placed. Using the spawner you can choose how many times it spawns.

Subject: Re: Now, stop dropping those tanks plz
Posted by [Jerad2142](#) on Tue, 12 Feb 2008 02:07:00 GMT
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bisen11 wrote on Mon, 11 February 2008 12:37Jerad Gray wrote on Mon, 11 February 2008 09:56Spawn an object with Test_Cinematic attached to it.

That works too. Just make an object with that script attached to it. Then make the spawner and set and starts disabled. Then attach enable spawner on enter to the script zone and tell it to enable the spawner you placed. Using the spawner you can choose how many times it spawns. Incorrect, you would have to destroy the object after the cinematic was complete, or after someone left the zone to get it to run again if you set it to spawn more then once. Just setting its spawn limit up won't make it spawn multiple times.

Subject: Re: Now, stop dropping those tanks plz
Posted by [bisen11](#) on Tue, 12 Feb 2008 02:40:47 GMT
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Well when I first read it, it sounded like he only wanted it spawned once and never again.

If you want it so that it just plays the cinematic once everytime you enter the zone, then yes, you will need to use another method.

Subject: Re: Now, stop dropping those tanks plz
Posted by [LR01](#) on Tue, 12 Feb 2008 17:37:46 GMT
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bisen11 wrote on Tue, 12 February 2008 03:40Well when I first read it, it sounded like he only wanted it spawned once and never again.

If you want it so that it just plays the cinematic once everytime you enter the zone, then yes, you will need to use another method.

which method then?

making ore temping a arrow causes my server ore client to crash, don't if that is normal, ore I should find it somewhere else
